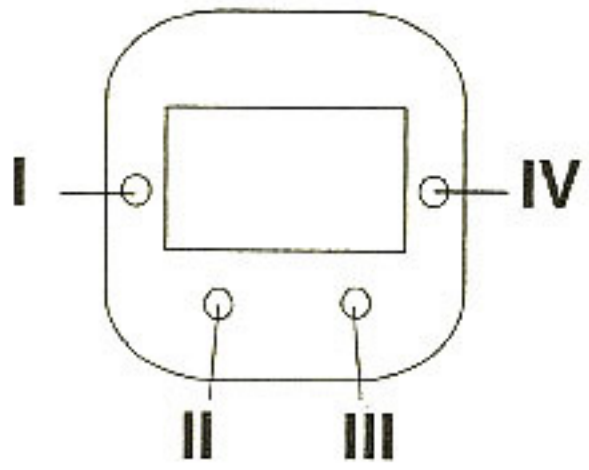
OPERATION INSTRUCTION

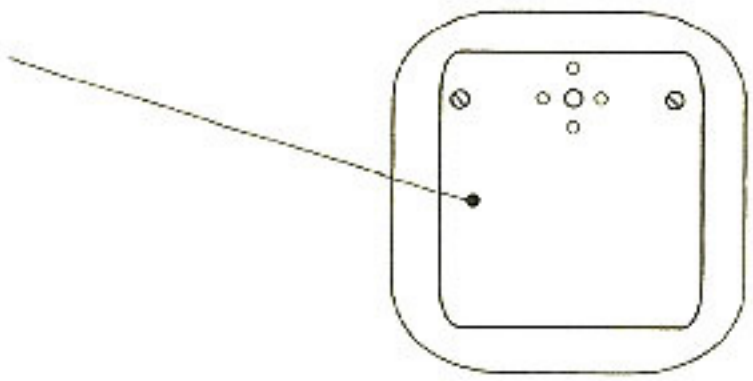


I- Enter Key
II-Select Key
III-Select Key
IV-Cancel/Mode Key

BATTERIES:

Two 357 button butteries are included. When the power diminishes, replace the batteries with two new ones. To open the battery compartment, unscrews as shown in the diagram.

NOTE: To restart game press button on the back.



Direction:

Setting the time
Press IV to see the time clock.
Press I for 1.5 seconds to enter the clock setting mode..
Press II to set the hour.
Press III to set the minutes.
Press I to confirm the time.
Press IV to return to game mode.

After you set the time your dinosaur will appear on the screen. As your dinosaur grows his image will change and reflect the different stages of growth.

In order to select a function, you mast do the following:
Press I to select to enter function.
Press II or III to select the icon you want.
Press I to confirm.
Press II or III to select choice given in that icon .
Press IV to return to normal mode.

Icons for 8 function:

Food

When your dinosaur is hungry, select the food icon. Two choices will appear. Select the proper food by pressing II or III and the satisfaction increase. If your dinosaur is not hungry he will not eat the food.

For exemple: Press I to enter function
Press II or III to select food icon.
Press II to confirm
Press II or III to select proper food
Press IV to return to normal mode

Sleep

When your dinosaur is tired, select the sleep icon. Press II or III to turn off the lighter or your dinosaur will get sick. While you dinosaur is sleeping a Z will appear on the screen. When he is ready to get up the Z disappears. Select the sleep icon by pushing I and then turn the lights on by pushing II or III, confirm by pushing I .

Game

When your dinosaur wants to play, select the game icon. To play the game push the ii button to choose the left side or press iii to choose the right side. In each game you are allowed 5 guesses. If your dinosaur wins the guessing game, a happy face will appear and the satisfaction index will increase.

Medicine

When your dinosaur gets sick, a symbol will appear " " select the medicine icon . Give your dinosaur a shot to make him well.

Cleaning

When your dinosaur goes to the bathroom, he needs help clearing up. Select the cleaning icon to help your dinosaur clean up the mess.

Health

To find out your dinosaur's age and weight, and the status of the hunger, happiness, and discipline indexes, select the health icon.

Education

When your dinosaur needs a lesson, the discipline index will be zero. To give him a lesson select the education icon. If your dinosaur does not get a lesson he will become naughty and refuse to eat and play with you. Remember over education can hurt your dinosaur.

Indication:

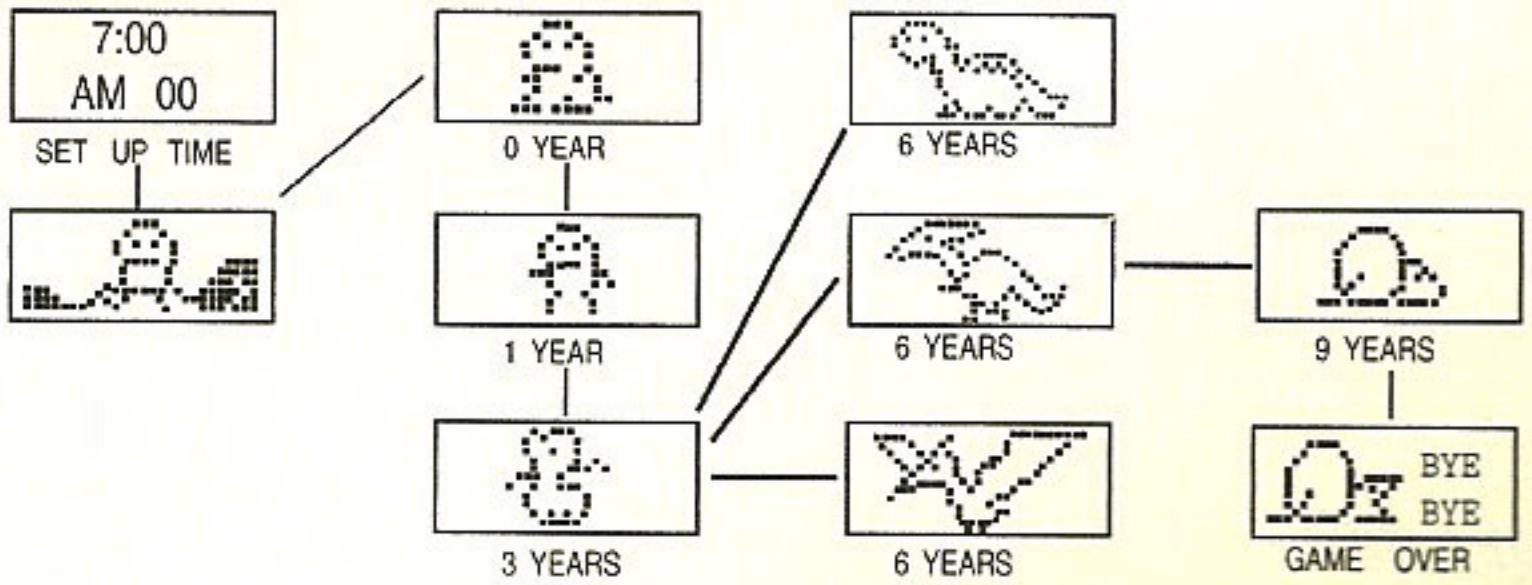
?? When the indicator icon "??"appears in the lower right-hand corner of the screen, your dinosaur needs something . To determine what he needs, press A. The icon representing what your dinosaur wants will then be displayed.

EX, After you press A, the sleep icon appears. This indicates that your dinosaur wants sleep.

Hint indicator

When dump mark " " appear, Dinosaur needs to clean up and go to bathroom.

When sick mark " "appear, Dinosaur needs a shot to make him well.



ACTIVITY CHART

THE DINOSAUR IS SLEEPING BETWEEN 11:00 PM AND 7:00 DURING 7:00 PM, THE PLAYER IS ALLOWED TO FEED AND PLAY WITH THE DINOSAUR WITH THE FOLLOWING CONSTRAINTS:

	CONDITION/REQUIREMENTS			
ACTION	SICK	DISCIPLINE INDEX	HUNGER INDEX	DIRTINESS (DUMPS)
FEEDING	—	HIGH	NOT HIGH	—
PLAYING	NO	HIGH	—	—
MEDICAL TREATMENT	YES	—	—	—
CLEANING	—	—	—	YES

AT DAYTIME,THERE WILL BE ALARM EVERY HALF AN HOUR IF ANY THE FOLLOWING CONDITIONS IS MET:

1. THE DINOSAUR IS SICK.
2. THE DINOSAUR HAS DUMP.
3. HUNGER INDEX, HAPPINESS INDEX OR DISCIPLINE INDEX IS LOW.